Tutorial link:

<https://www.youtube.com/watch?v=k-zMkzmduqI>

# Camera Movement

A screenshot of a video game

Description automatically generated



Rotate around object:

A screenshot of a computer

Description automatically generated with medium confidence

Connect object to bottom object(floor)

A screenshot of a video game

Description automatically generated

# Image rendering

UE has its image rendering properties located in Hierarchy -> Volumes -> GlobalPostProcessingVolume

This is only regarding to processing via camera, not for lighting settings(if understood correctly)

Here we can adjust settings:

Graphical user interface

Description automatically generated